Amendments to the Claims:

1-20. (canceled)

21. (currently amended) A system for simulating message transmission delays in a virtual recreation environment, said system comprising:

a server configured to define connected for communication with a communication network and defining a the virtual recreation environment, said server being connectable configured to connect through the a communication network with a plurality of terminals, for allowing such that each of the plurality of terminals connected to said server through the communication network to is configured to selectively interact in the virtual recreation environment with others of said the plurality of terminals; and, said server associating said each of the plurality of terminals interacting in the virtual recreation environment to a virtual location in the virtual recreation environment, said server further comprising

transmitting means for transmitting messages between first and second terminals of said plurality of terminals, the messages being related to the virtual recreation environment,;

wherein and said server is further configured to associate a virtual location of the virtual recreation environment with each of the plurality of terminals and to delay delaying transmission of messages sent between from the first terminal to the and second terminals by implementing a delay time based on a virtual distance between the virtual locations of the first and second terminals in the virtual recreation environment, thereby simulating a delay associated with transmission of a message across the virtual distance.

22. (currently amended) The system according to claim 38, wherein said determining means is configured to server determines an actual location of the each terminal by equatinge the each terminal's actual location for each of the plurality of terminals to a terrestrial location of the respective proximate city.

23. (currently amended) The system according to claim 38, wherein said server comprises means for receiving signals from a~~the~~ global positioning system and said determining means is configured for determining the ~~each terminal's~~ actual location ~~accordingly~~ for each of the plurality of terminals based on signals received from the global positioning system.

24. (currently amended) The system according to claim 38, wherein said server comprises means for inputting a postal code and said determining means is configured for equating the ~~each terminal's~~ actual location of each of the plurality of terminals with ~~the~~ a predetermined terrestrial location associated with the postal code.

25. (currently amended) The system according to claim 21, wherein said server is configured to associate the virtual location of the virtual recreation environment with each of the plurality of terminals by using an ~~uses the each terminal's~~ actual location for each of the plurality of terminals and virtual distances pertaining to the virtual recreation environment ~~for determining the virtual location of said each of said plurality of terminals~~.

26. (currently amended) The system according to claim 21, wherein said server is configured to connect through ~~communicates with~~ the communication network using at least one of the Internet, Global System for Mobile communication, (GSM), Wireless Application Protocol (WAP), Enhanced Data for GSM Evolution (EDGE), TErrestrial TRunked RAdio (TETRA), ~~and~~ or Bluetooth wireless technology.

27-34. (canceled)

35. (currently amended) The system according to claim 21, wherein said server comprises a memory for storing a queue of messages, each message of the queue of ~~said~~ messages being from a source one of the ~~said~~ plurality of terminals and destined for a destination one of the ~~said~~ plurality of terminals.

36. (currently amended) The system according to claim 35, wherein each message of the queue of messages remains in the queue for a queuing time based on the virtual distance between the source and destination terminals.

37. (canceled)

38. (currently amended) The system according to claim 21, wherein said server comprises means for determining an actual location for of said each of the said plurality of terminals.

39. (currently amended) The system according to claim 38, wherein said server associates the actual location of said each of the said plurality of terminals to the virtual location in the virtual recreation environment.

40. (currently amended) The system of claim 21, wherein said server is configured to determine[[s-]] a travel rate of transmission of the message in the virtual recreation environment and delays to implement the delay delivery time based on the virtual distance between the virtual locations of the first and second terminals and on the travel rate of transmission of the message in the virtual recreation environment.

41. (currently amended) The system of claim 21, wherein said server comprises a memory storing a list of participating terminals of the plurality of terminals that are currently participating in the virtual recreation environment and the associated virtual distances between each pair of the plurality of terminals.

42. (currently amended) The system of claim 41, wherein said memory is further configured to store[[-s-]] transmission speeds of each of the plurality of terminals.

43. (currently amended) The system of claim 41, wherein said memory is further configured to store[[-s-]] a queue of messages, each message of the queue of said messages being from a source one of the said plurality of terminals and destined for a destination one of the said plurality of terminals.

44. (currently amended) A system for simulating message transmission delays in a virtual environment, comprising a server including a processor running a software program defining a virtual recreation environment, said processor being connected to a receiver and transmitter for communication with a communication network, said server being <u>configured to connect</u> ~~connectable~~ through the communication network with a plurality of terminals for allowing each of the plurality of terminals ~~connected to said server through the communication network~~ to interact in the virtual recreation environment with others of <u>the plurality of</u> ~~said~~ terminals, said software comprising computer executable steps instructing said server to ~~perform the steps of~~:

associatin<u>g</u>~~ge~~ ~~said~~ each of the plurality of terminals interacting in the virtual recreation environment to a virtual location in the virtual recreation environment,

transmit<u>ting</u>~~ting~~ messages between first and second terminals of said plurality of terminals, the messages being related to the virtual recreation environment, and

delay<u>ing</u>~~ing~~ transmission of messages sent from the first terminal to the second terminal by implementing a delay time based on a virtual distance between the virtual locations of the first and second terminals ~~in the virtual recreation environment, thereby simulating a delay associated with transmission of a message across the virtual distance~~.

45. (new) A computer program product for simulating message transmission delays in a virtual environment when executed by a processor of a server defining a virtual recreation environment, the server being configured to connect through a communication network with a plurality of terminals for allowing each of the plurality of terminals to interact in the virtual recreation environment with others of the terminals, the computer program product comprising a computer-readable storage medium having computer-readable program code portions stored therein, the computer-readable program code portions comprising:

a first executable code portion for associating each of the plurality of terminals to a virtual location in the virtual recreation environment;

a second executable code portion for transmitting messages between first and second terminals of said plurality of terminals, the messages being related to the virtual recreation environment; and

a third executable code portion for delaying transmission of messages sent from the first
terminal to the second terminal by implementing a delay time based on a virtual distance
between the virtual locations of the first and second terminals.